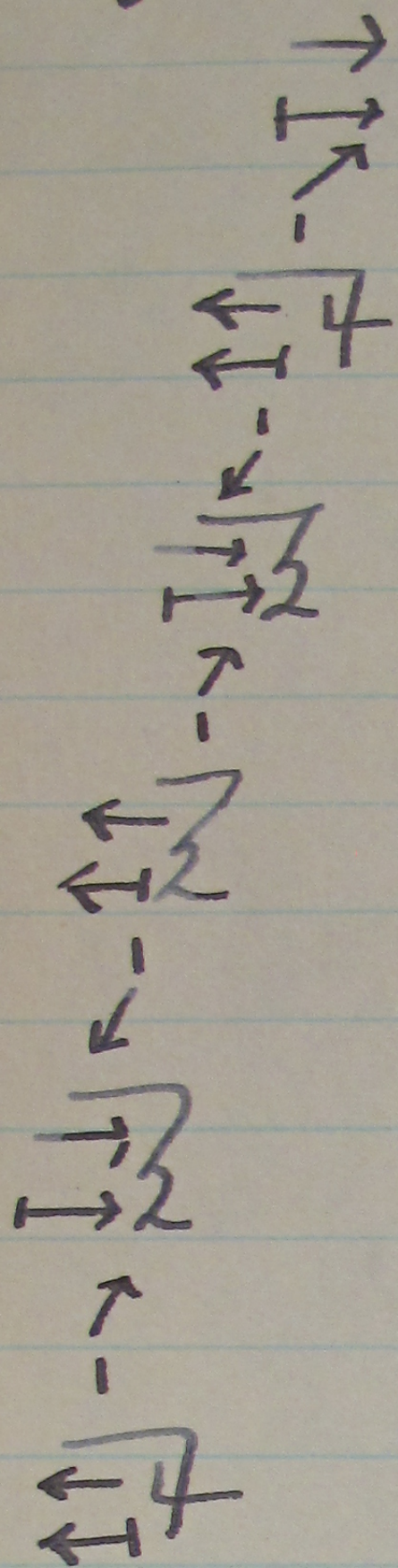
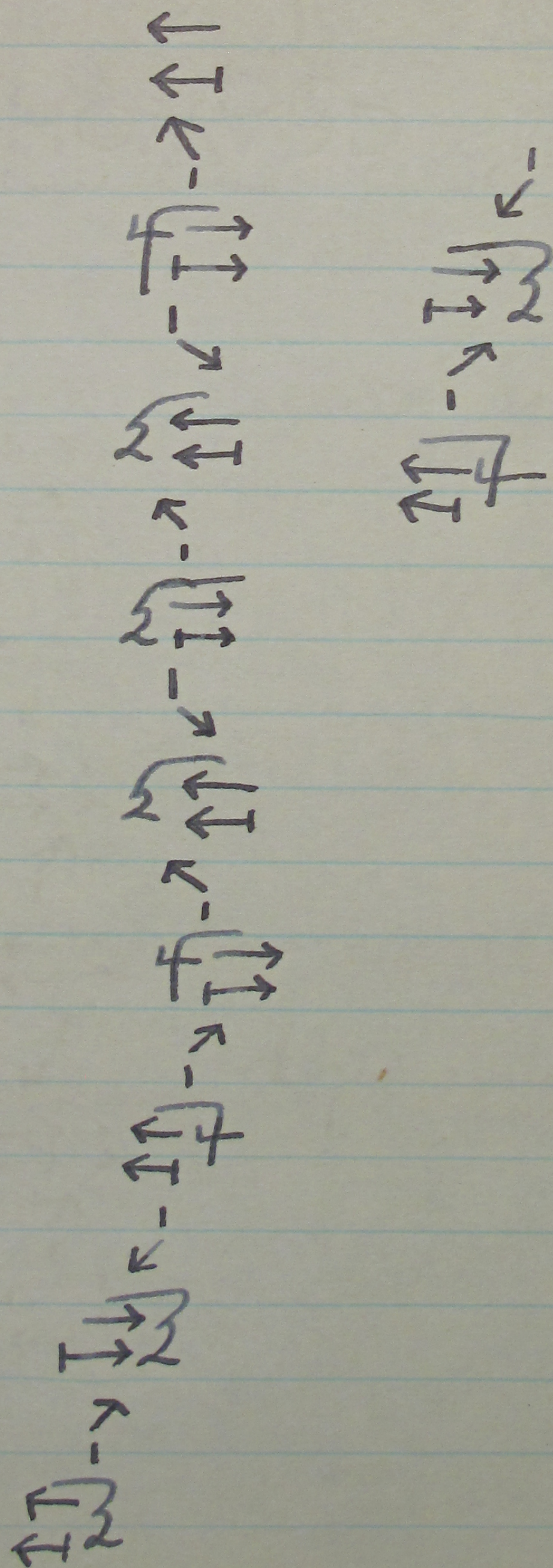


2-Step Full time Right-

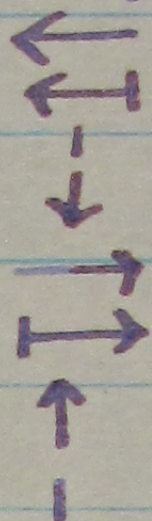


6 Combination of 2-step
Turn Rt. + Lt.

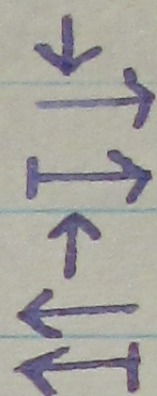


Apr. 11 Technique of Social Dancing R. Hill
Lesson 5.

Review (1) Two step full turn L. + R.
 finish with



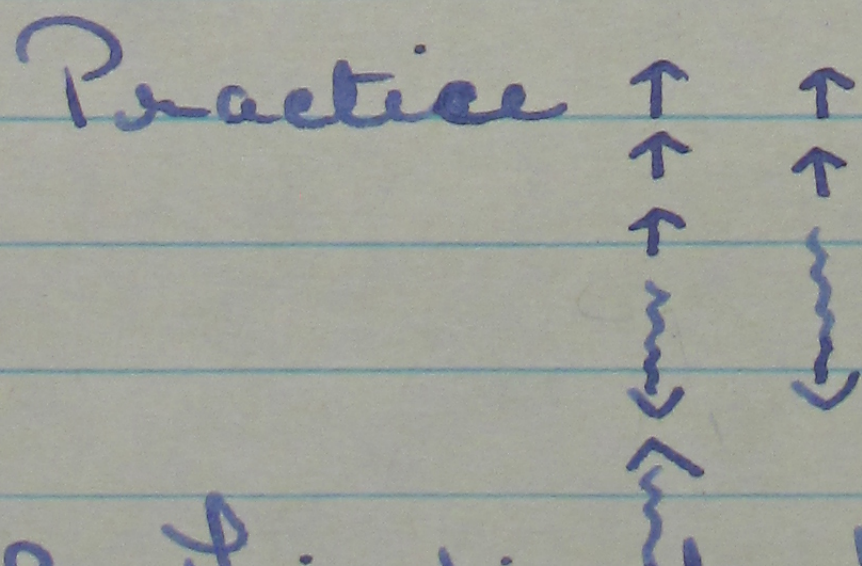
(2) Waltz full turn L. + R.
 finish with



New: Difference between waltz + 2-step

1. Start waltz ↑ Two step ←
2. Time waltz - 3 cts. to a whole pattern
 Two step 4 cts. " " " "
3. Pattern waltz ↑ 1. 2-step ← 1. } 1 Mov't.
 ← 2. }
 ← 3. }
 ↑ 3. }
 1 4. }

II Rock step (see definition in lesson 1.)
Code { forward } backward



N.B. This first step forward after the rock is in place without any progression fwd. bkw. or pos. +. !
 is a Rock Step.

Two step with Rock

↑
↑
↑
↑
↓
↑
↑
↑
↑

2 step 4 turn + Rock

↑
↑
↑
↑
↓
↑
↑
↑
↑
↑
↑

III Wally with point - Code for point ↑
Practise

↑	1.	} 2 els. for point
0		
↑	2.	
1	3.	

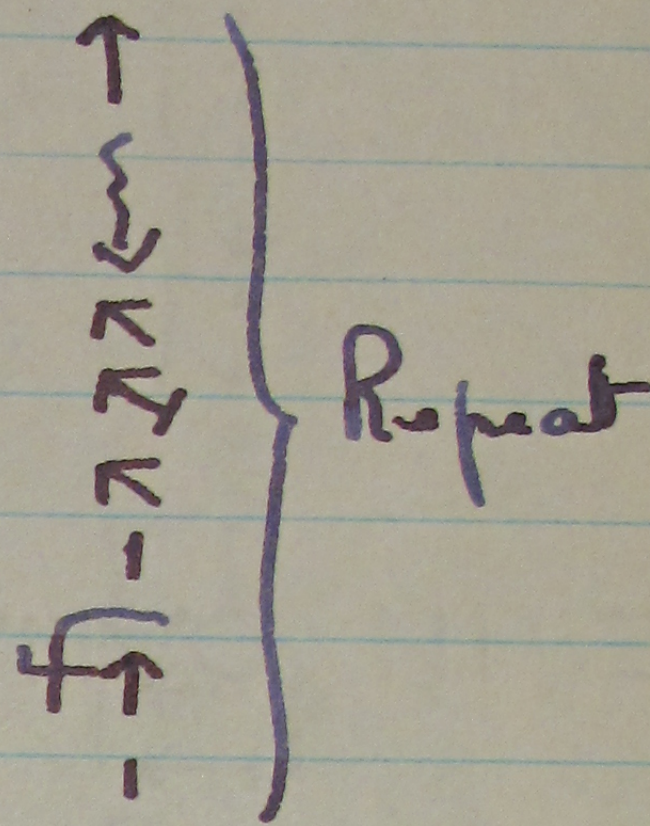
Technique of Social Dancing

Lesson VI

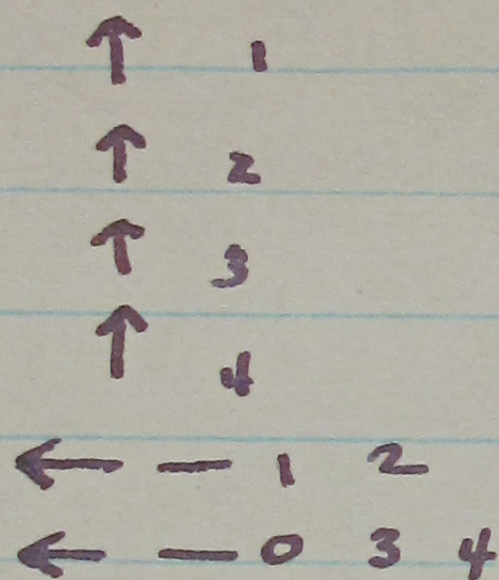
R. H. H.

1. Review

2. Two step + Rock with turn

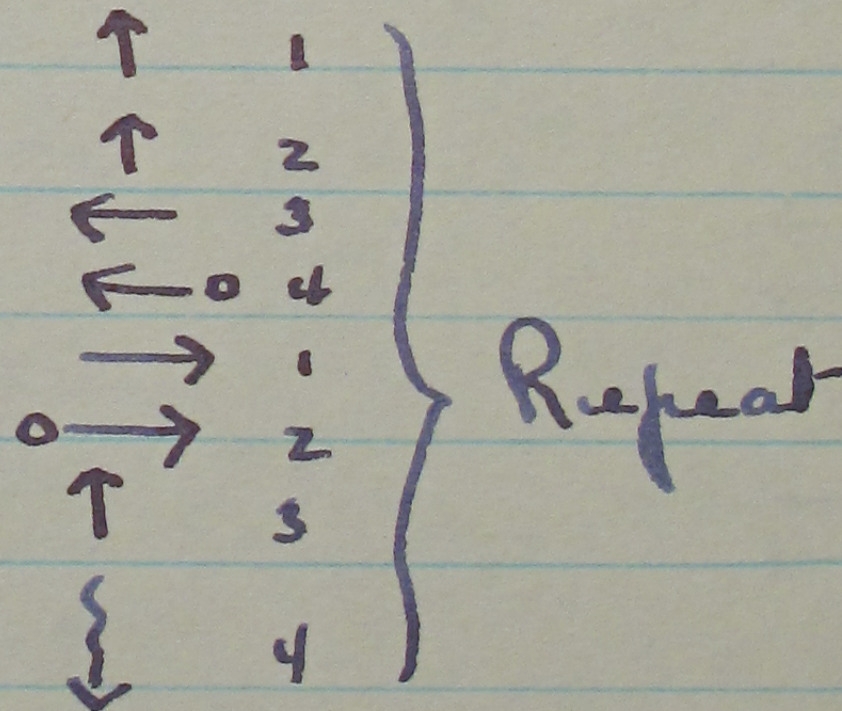


3. Draw Step

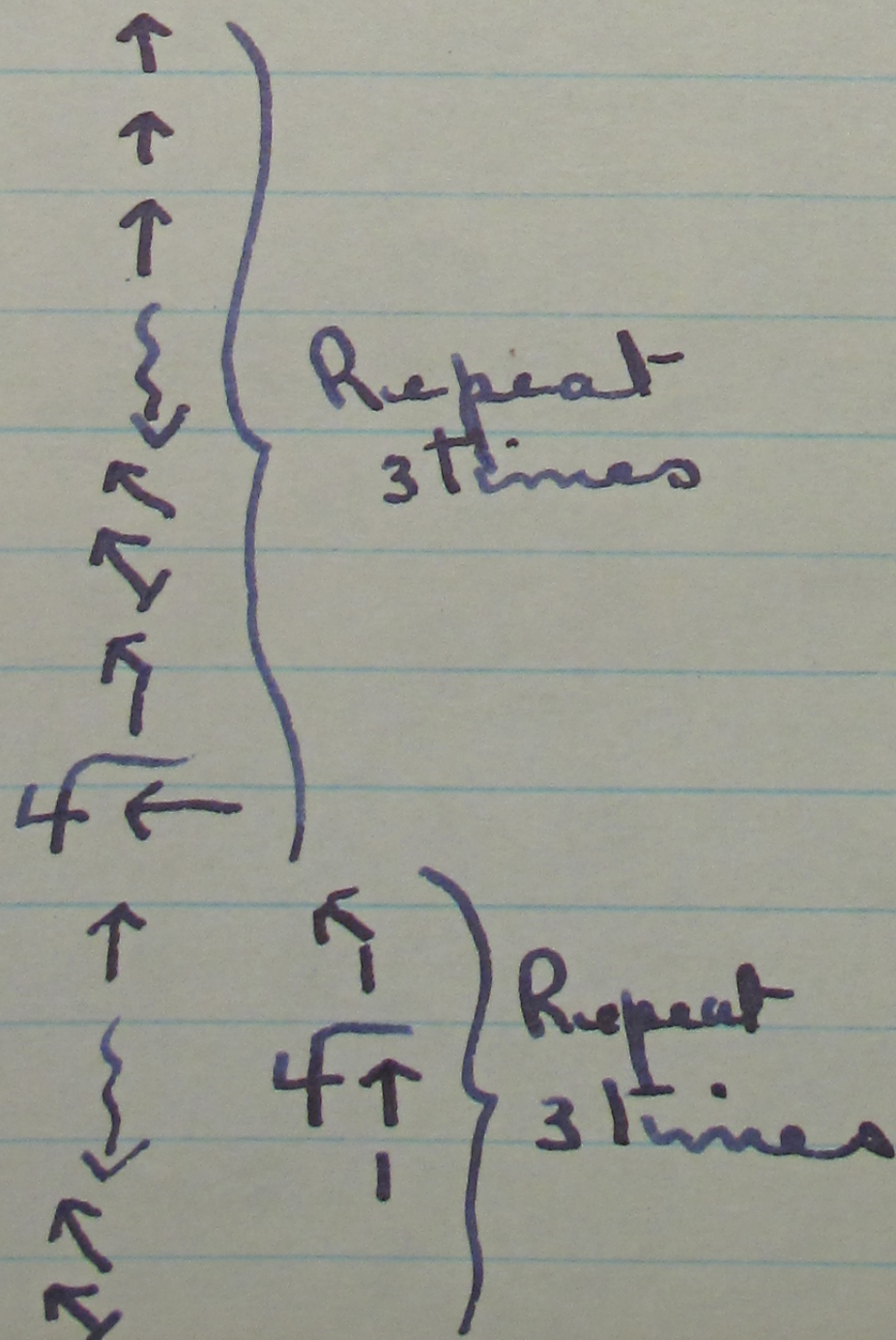


Code: \rightarrow = draw rt.
 \leftarrow = " lt.

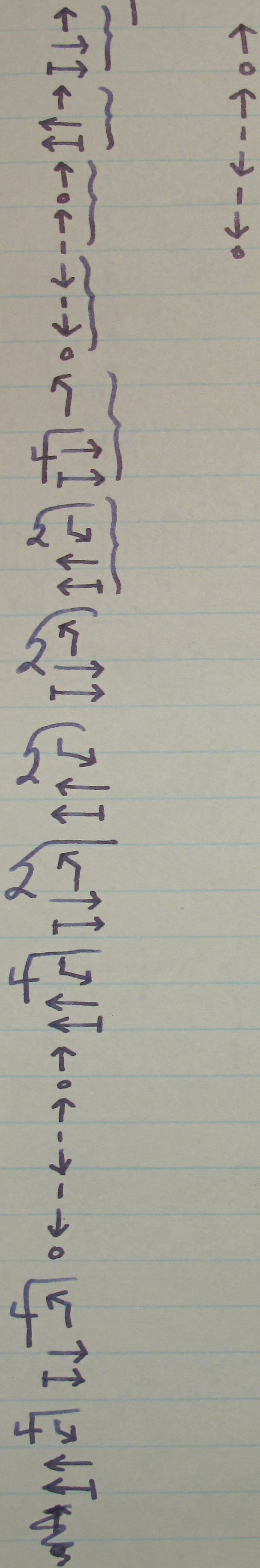
4. Rock + Turn



5. Rock + $\frac{1}{4}$ Turn



6 Wallz Combination - with point



Technique of Social Dancing

Lesson VII

R. H. II

1. Dip - code = \hookleftarrow et. \hookrightarrow et.

2. a) $\begin{matrix} \rightarrow \\ \rightarrow \\ \hookleftarrow \\ \uparrow \end{matrix} \left. \vphantom{\begin{matrix} \rightarrow \\ \rightarrow \\ \hookleftarrow \\ \uparrow \end{matrix}} \right\} \text{Repeat 7 times}$

b) $\begin{matrix} \leftarrow \\ \leftarrow \\ \hookleftarrow \\ \uparrow \end{matrix} \left. \vphantom{\begin{matrix} \leftarrow \\ \leftarrow \\ \hookleftarrow \\ \uparrow \end{matrix}} \right\} \text{Repeat 7 times}$

c) $\begin{matrix} \rightarrow \\ \rightarrow \\ \hookleftarrow \\ \uparrow \end{matrix} \left. \vphantom{\begin{matrix} \rightarrow \\ \rightarrow \\ \hookleftarrow \\ \uparrow \end{matrix}} \right\} \text{Repeat 3 times}$

d) $\begin{matrix} \leftarrow \\ \leftarrow \\ \hookleftarrow \\ \uparrow \end{matrix} \left. \vphantom{\begin{matrix} \leftarrow \\ \leftarrow \\ \hookleftarrow \\ \uparrow \end{matrix}} \right\} \text{Repeat 3 times}$

e) $\begin{matrix} \rightarrow \\ \rightarrow \\ \hookleftarrow \\ \uparrow \end{matrix} \left. \vphantom{\begin{matrix} \rightarrow \\ \rightarrow \\ \hookleftarrow \\ \uparrow \end{matrix}} \right\} \text{Repeat}$

f) $\begin{matrix} \leftarrow \\ \leftarrow \\ \hookleftarrow \\ \uparrow \end{matrix} \left. \vphantom{\begin{matrix} \leftarrow \\ \leftarrow \\ \hookleftarrow \\ \uparrow \end{matrix}} \right\} \text{Repeat}$

g) $\begin{matrix} \rightarrow \\ \rightarrow \\ \hookleftarrow \\ \uparrow \end{matrix}$

h) $\begin{matrix} \leftarrow \\ \leftarrow \\ \hookleftarrow \\ \uparrow \end{matrix}$

g) and h) again

3. $\begin{matrix} \uparrow & \uparrow \\ \uparrow & \rightarrow \\ \uparrow & \rightarrow \\ \uparrow & \hookleftarrow \\ \uparrow & \\ \uparrow & \rightarrow \\ \uparrow & \rightarrow \\ \hookleftarrow & \\ \uparrow & \\ \uparrow & \\ \uparrow & \\ \uparrow & \end{matrix}$

4. $\begin{matrix} \uparrow & 1 & \uparrow & 2 \\ \uparrow & 2 & \leftarrow & 3 \\ \leftarrow & 3 & \leftarrow & 4 \\ \leftarrow & 4 & \hookleftarrow & 4 \\ \hookleftarrow & 4 & \\ \uparrow & 1 & \\ \uparrow & 2 & \\ \rightarrow & 3 & \\ \rightarrow & 4 & \\ \hookleftarrow & 4 & \\ \uparrow & 1 & \end{matrix}$

Code = \leftarrow
 \leftarrow

= step close in quick time

$$\begin{array}{ccc} & \rightarrow & 1 \\ 0 & \rightarrow & 2+3 \end{array}$$

a) \uparrow
 \rightarrow
 \rightarrow
 \rightarrow
 $\circ \rightarrow$
 \uparrow
 \rightarrow
 \rightarrow
 \rightarrow
 $\circ \rightarrow$

[illegible]

c)

The diagram consists of two groups of arrows enclosed in a large hand-drawn curly brace on the right side. The word "Repeat" is written in cursive next to the brace. The top group contains three arrows: one pointing diagonally up and to the right, one pointing straight down, and one pointing straight to the right. The bottom group contains five arrows: one pointing straight up, one pointing straight down, one pointing straight to the left, one pointing diagonally up and to the right, and one pointing straight to the right.

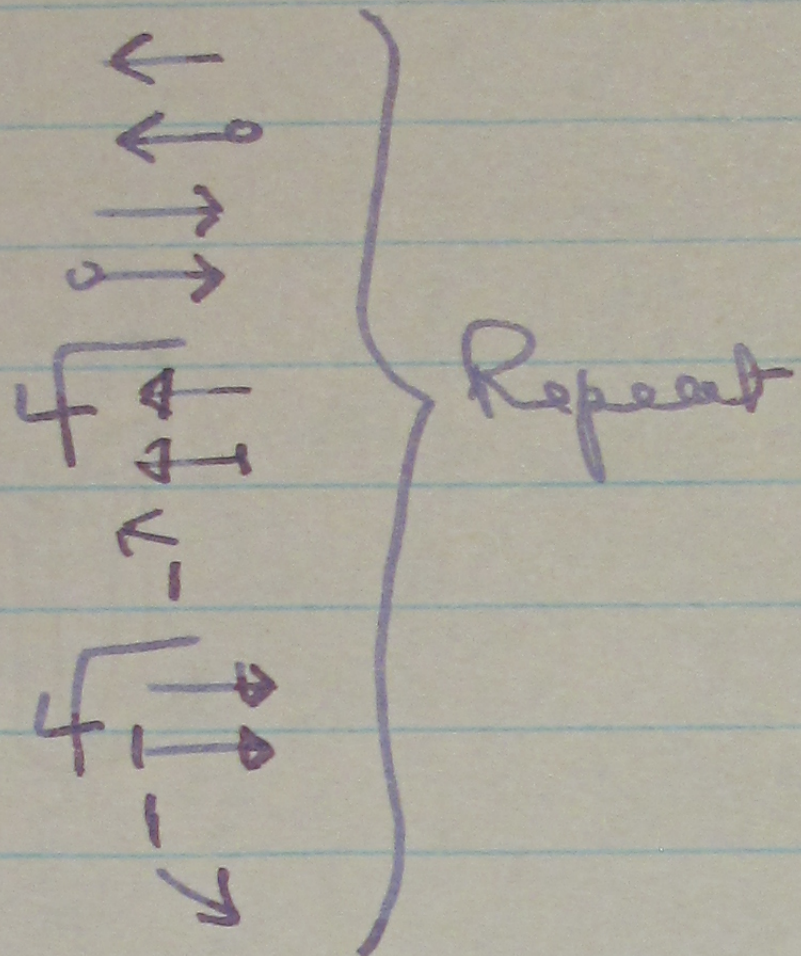
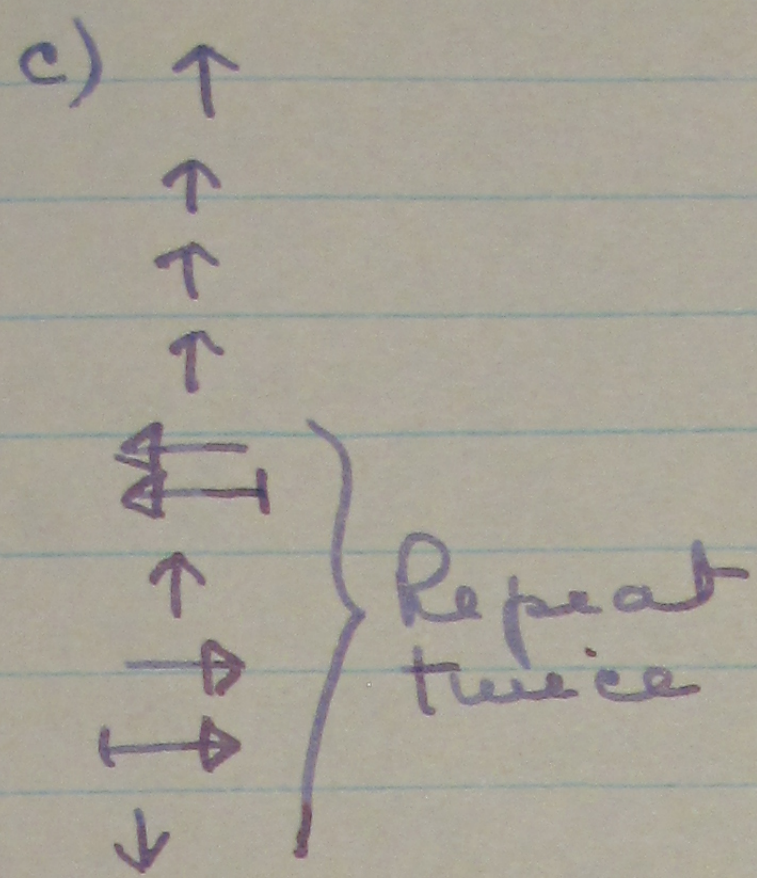
6. a)

The diagrams show the construction of a line graph with 6 points and 5 horizontal line segments. The points are arranged in a vertical line, and the line segments connect them in a sequence that forms a zig-zag pattern.

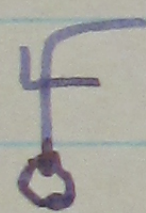
b)

Repeat

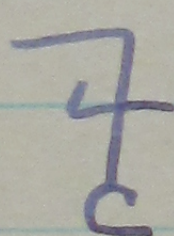
Repeat



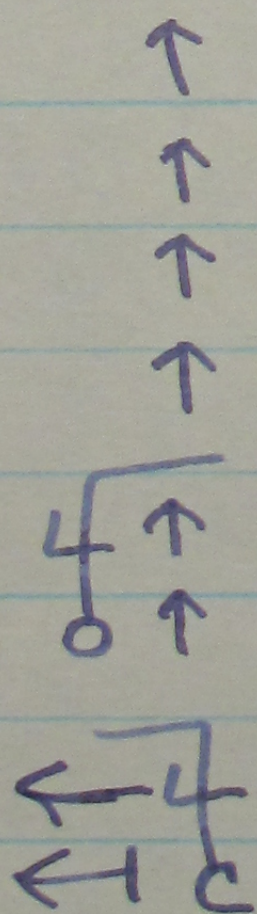
Code for open position



→ 2 quarter turn L. to open



2 quarter turn R. to closed.



Technique of Social Dancing R.H.II

Lesson VIII

1. Waltz combinations

	Step	count	Meas.	Step	count	meas.
	↑	1		←	1	
2 waltz steps per Point.	↑↓	2		←+0	2 3	7
	↑↓	3		→	1	
	↑↓	1	1	0+↑	2 3	8
	↑↓	2		↑	1	
	↑↓	3	2	↑↓	2	
	↑↓	1		↑↓	3	9
	↑↓	2		↑↓	1	
	↑↓	3	3	↑↓	2	
	↑↓	1		↑↓	3	10
Point.	↑↓	2		↑	1	
	↑↓	3	4	↑↓	2	
	↑↓	1		↑↓	3	11
2 1/4 turns	↑↓	2		↑↓	1	
	↑↓	3	5	↑↓	2	
	↑↓	1		↑↓	3	12
	↑↓	2				
	↑↓	3	6			

Dip

Rock

Step count Meas

↑	1	
↑↓	2	
↑↓	3	13
↑↓	1 2	
↑↓	3	
↑↓	1	14
↑↓	2	
↑↓	3	15
↑↓	1	
↑↓	2	
↑↓	3	16

2. Waltz - Corner ↑ 1 2

↑ 3

N.B. There is a smooth


left through the left leg as the right foot moves forward for count 3.

Practice a) $\begin{matrix} \uparrow \\ | \\ \uparrow \end{matrix}$ Repeat 1 more

Repeat 1 more

b) Same as a. Start right-ft.

c)



3. Do the first 14 measures of lesson III (waltz combination)
For measures 15-16 Add. ↑

For measures 15-16' Add.

A hand-drawn diagram consisting of a vertical line with arrows at both ends pointing in opposite directions (up and down), and a horizontal line with arrows at both ends pointing in opposite directions (left and right).

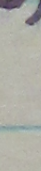
Repeat all of 3 starting with right foot -
32 measures in all.

4. Cross over slip - code = \uparrow = L. ft. \downarrow = R. ft.

Practice a)

Hand-drawn diagrams of various types of brackets: square, curly, angle, and round.

b)



Hand-drawn diagram of a 2D coordinate system. The x-axis is horizontal and labeled 'x' at the right end. The y-axis is vertical and labeled 'y' at the top end. The origin is marked with a small circle. A point is plotted in the first quadrant, labeled '4' next to it. A horizontal line segment connects the origin to the point, and a vertical line segment connects the point to the y-axis. The point is also labeled '4' below it.

N.B. That when st. ft. crosses in front there is a $\frac{1}{4}$ turn st. + when st. foot crosses, there is a $\frac{1}{4}$ turn st.

Leaders: Press with heel of ^{RT} hand so partner's lt. shoulder touches leader's lt. shoulder.

Position for Lt. cross-over. to rt. for
cross-over to lt. side. Lift rt. elbow higher.



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